## Workshop de Docker y Orquestadores de Containers



#### Instructor



Diego Chávez diegochavezcarro@gmail.com

#### Agenda

- Introducción a Docker.
- Volúmenes en contenedores
- Redes de contenedores
- Docker Compose
- Orquestadores de Containers
- Docker Swarm
- Mesos y Marathon
- Kubernetes

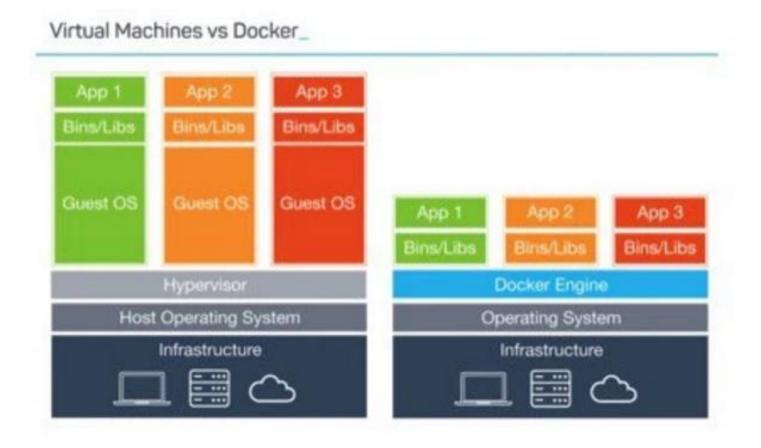
# Introducción a Docker

#### Qué es Docker?

 Es un proyecto de código abierto que permite automatizar el despliegue de aplicaciones dentro de contenedores de software, proporcionando una capa adicional de abstracción y automatización de Virtualización a nivel de sistema operativo en Linux. También en Windows, utilizando Windows Containers.

#### Docker vs VMs

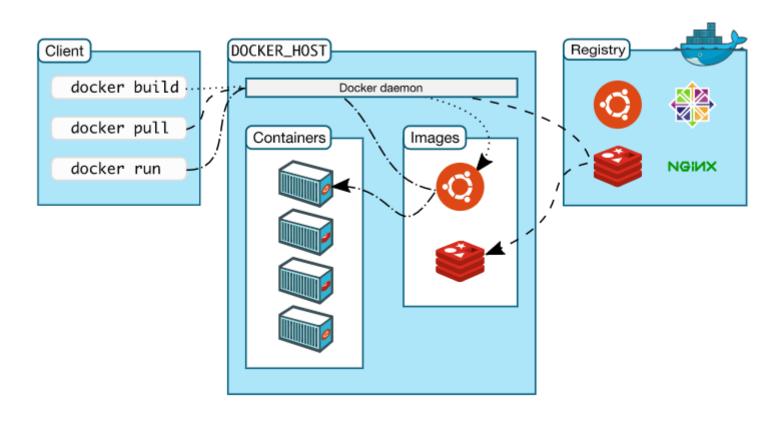
- Más livianos, performantes y "migrables" que las VM tradicionales.
- Mejor Infrastructure as Code



#### Docker

- Provee la posibilidad de desplegar y ejecutar aplicaciones en un entorno aislado llamado container.
- Este aislamiento seguro permite ejecutar muchos contenedores de forma simultánea en un mismo host.
- Los contenedores son livianos porque no necesitan un hypervisor, se ejecutan directamente en el kernel del host.
- Los containers incluso pueden ejecutarse dentro de una VM.

#### Arquitectura de Docker



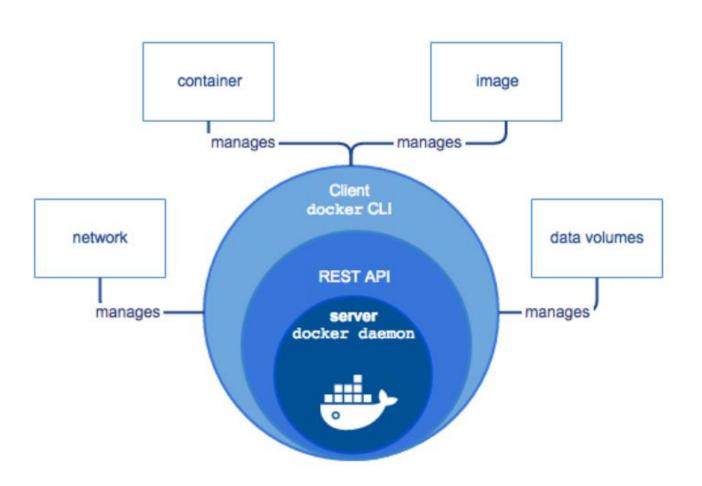
#### Arquitectura de Docker

- Programado en Lenguaje GO
- Utiliza tecnologías de Linux tales como Namespaces, Control Groups y Union File Systems para aislar los contenedores.
- Docker for Windows: Utiliza Hyper-v para Linux Containers y Windows Containers para correr contenedores nativos de Windows:

https://docs.docker.com/docker-for-windows/

https://github.com/docker/labs/blob/master/windows/windows-containers/README.md

#### Docker Engine



#### Instalación

Linux, por ej Ubuntu:

https://docs.docker.com/engine/installation/linux/docker-ce/ubuntu/

Windows (Docker Toolbox):

https://docs.docker.com/toolbox/toolbox\_install\_windows/

 Win 10 PRO y Win Server 2016 (Docker for Windows):

https://docs.docker.com/docker-for-windows/install/

- Docker for MAC:
- https://docs.docker.com/docker-for-mac/install/
- Una vez instalado ver las versiones del cliente y del server con "docker -version"

#### Herramientas Extra

 Docker Toolbox: Docker Engine, Docker Compose, Virtual Box y Docker Machine ya instalados.

#### Ubuntu:

https://docs.docker.com/compose/install/#install-compose

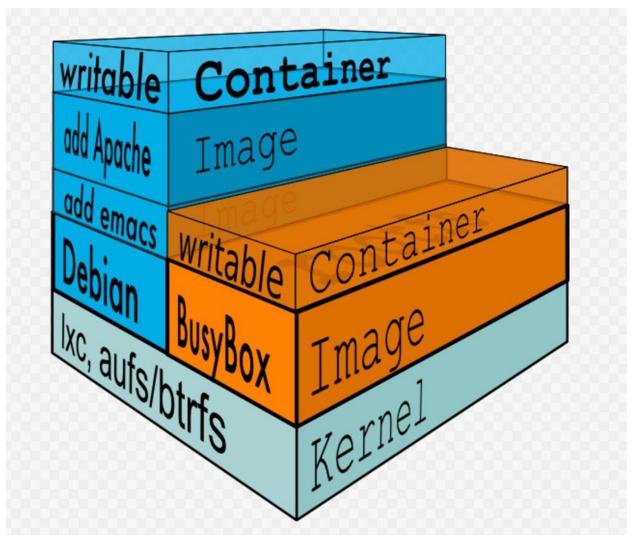
https://www.virtualbox.org/wiki/Linux\_Downloads

https://askubuntu.com/questions/367248/how-to-install-virtualbox-from-command-line

https://askubuntu.com/questions/367248/how-to-install-virtualbox-from-command-line/713526#713526

https://docs.docker.com/machine/install-machine/#installing-machine-directly

#### Imágenes y Containers



#### Infrastructura como Código

Concepto importante de DevOps

```
FROM openjdk:8-jdk-alpine

RUN apk update && apk upgrade && apk add netcat-openbsd

RUN mkdir -p /usr/local/organizationservice

ADD @project.build.finalName@.jar /usr/local/organizationservice/

ADD run.sh run.sh

RUN chmod +x run.sh

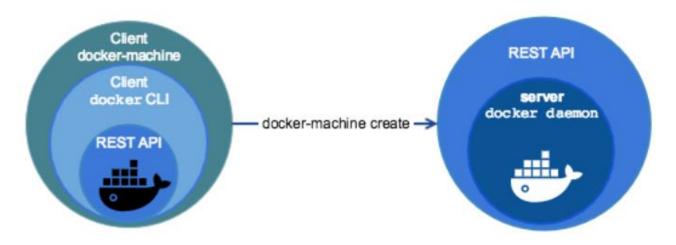
CMD ./run.sh
```

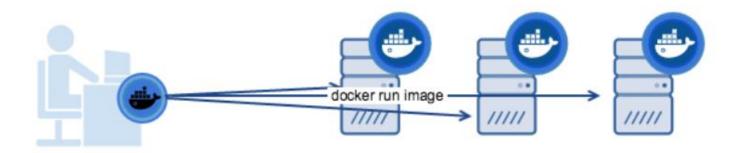
Carpeta docker\_labs:

Lab 1: Imágenes y Containers

### Lab 2: "Contaneirización" de una aplicación Web

 Uso de docker-machine para apuntar a un docker daemon externo (caso Docker for Windows, Docker Toolbox o Docker for MAC)

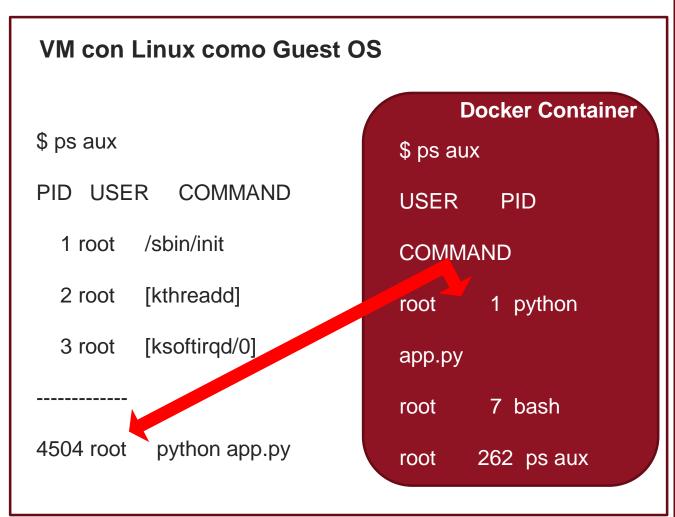




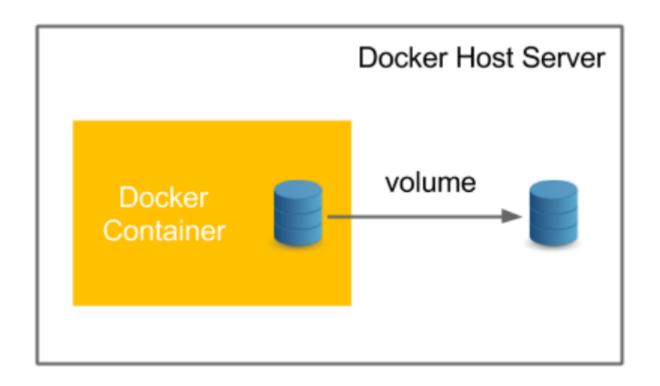
#### Lab 2: Observar Process ID

Host OS (Windows, MAC, etc)

dockermachine

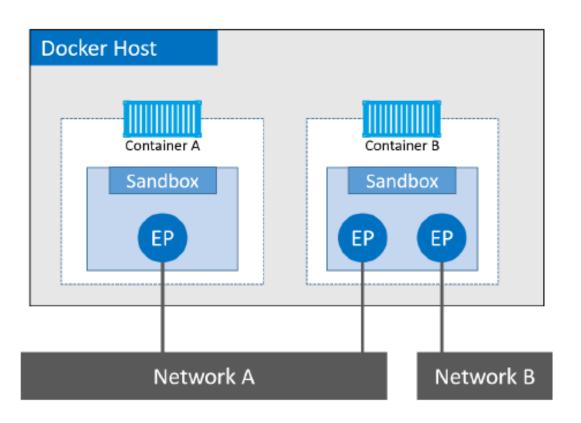


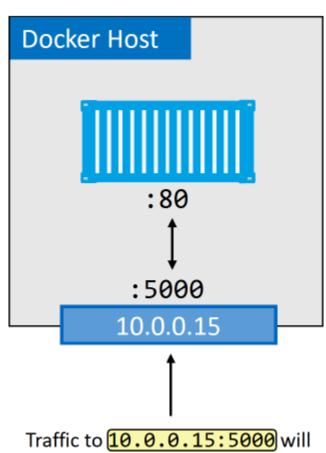
#### Volúmenes



#### Lab 3: Volúmenes

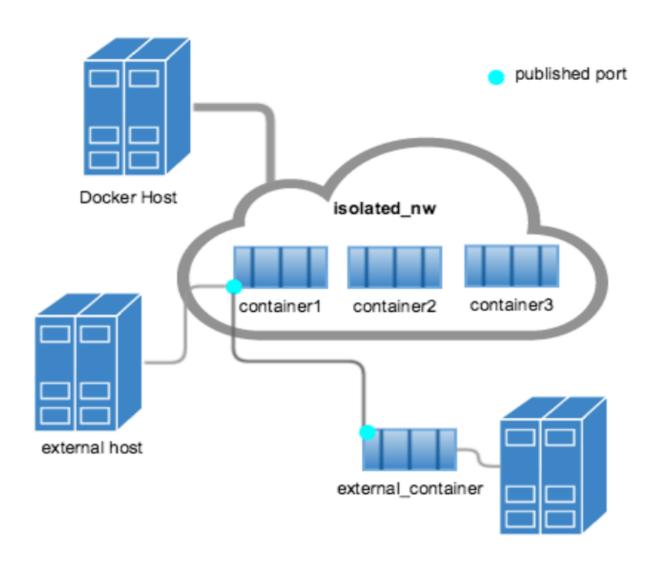
#### Networking con Bridge driver



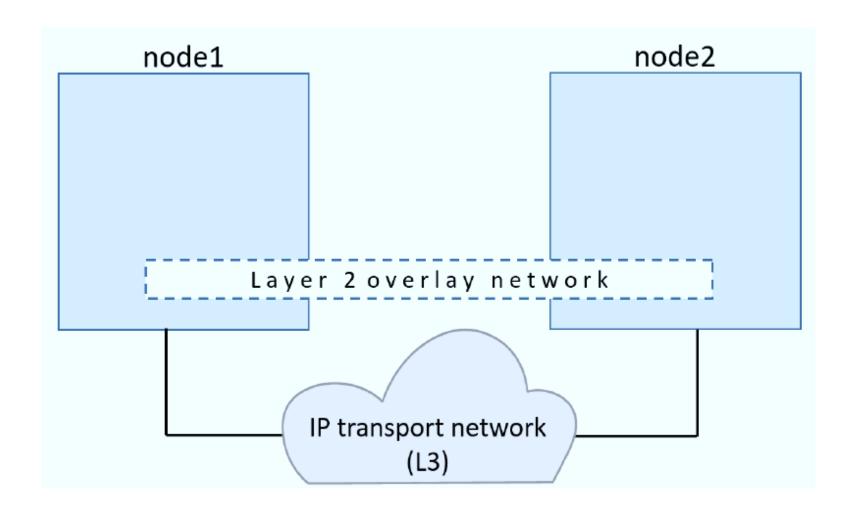


Traffic to 10.0.0.15:5000 will be directed to port 80 on the container

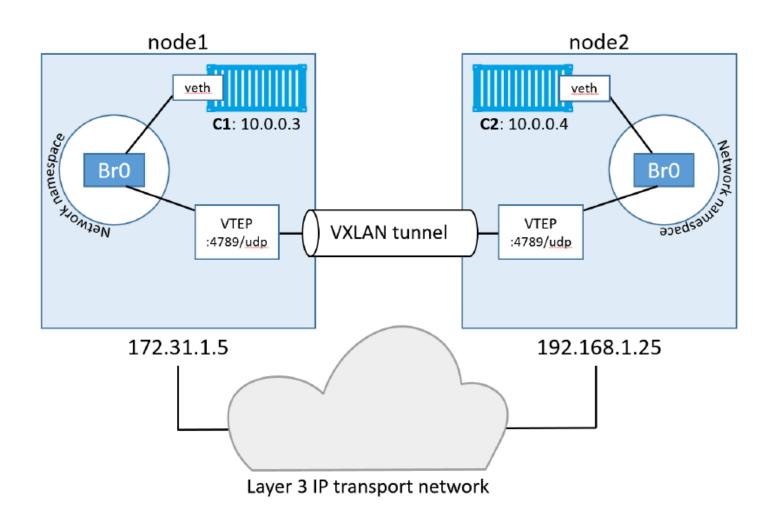
#### Networking con Bridge driver



#### Networking con Overlay driver

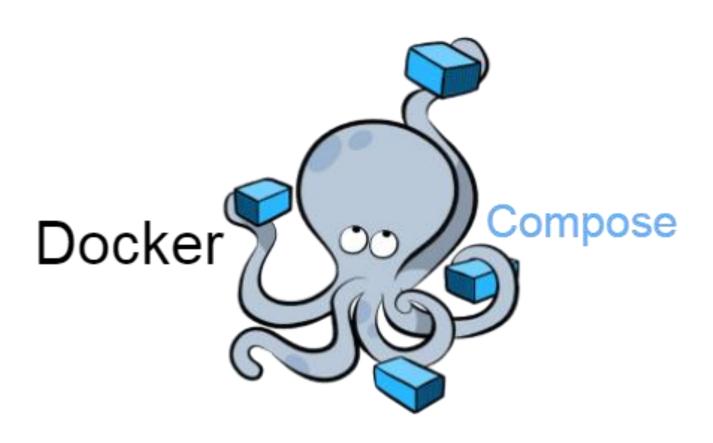


#### Networking con Overlay driver



#### Lab 4: Networking

#### Docker Compose



#### **Docker Compose**

```
version: '3'
services:
web:
build: .
ports:
- "5000:5000"
redis:
image: "redis:alpine"
```

#### Lab 5: Docker Compose

#### Orquestadores de Containers

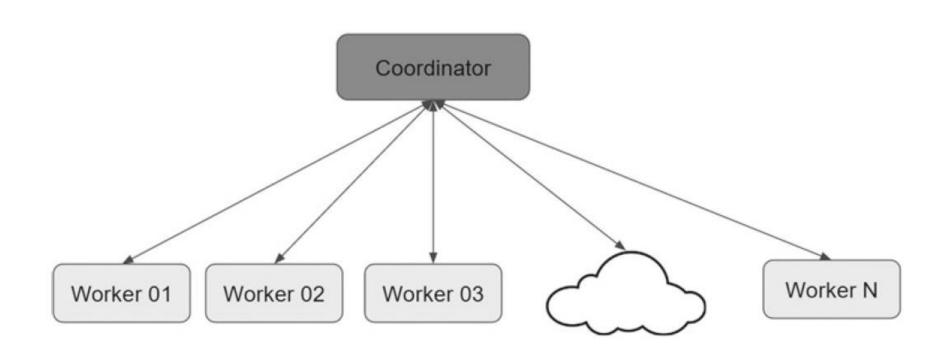




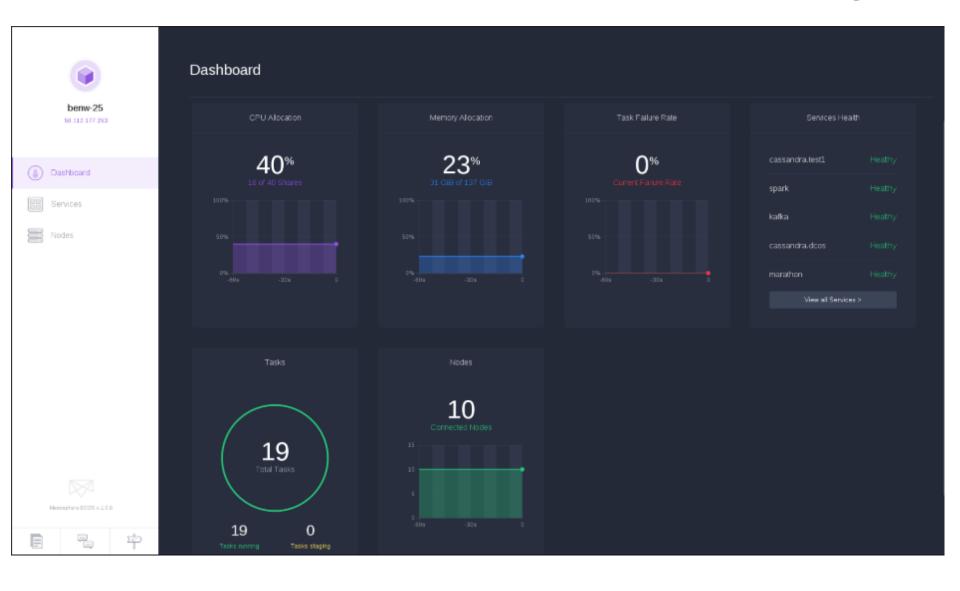


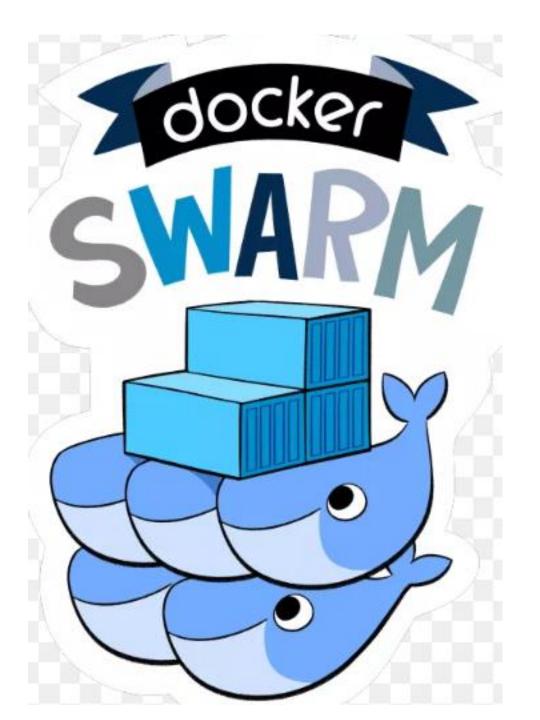
#### Orquestadores de Containers

Por lo general tienen además la responsabilidad de Cluster Management.

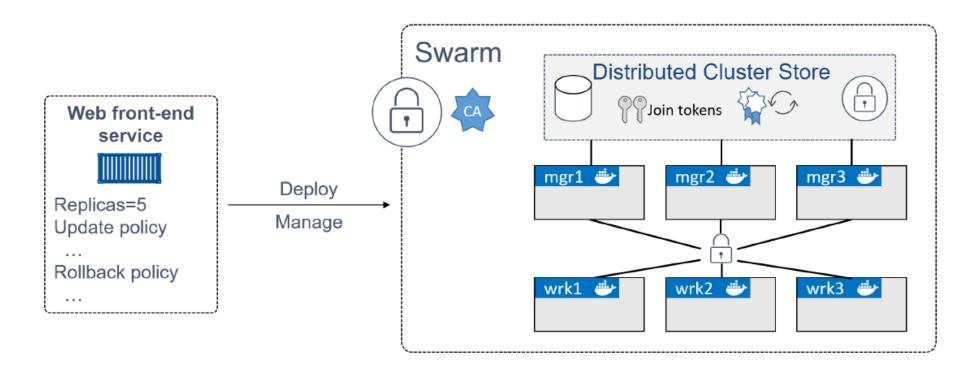


#### Dashboard de un Cluster Manager

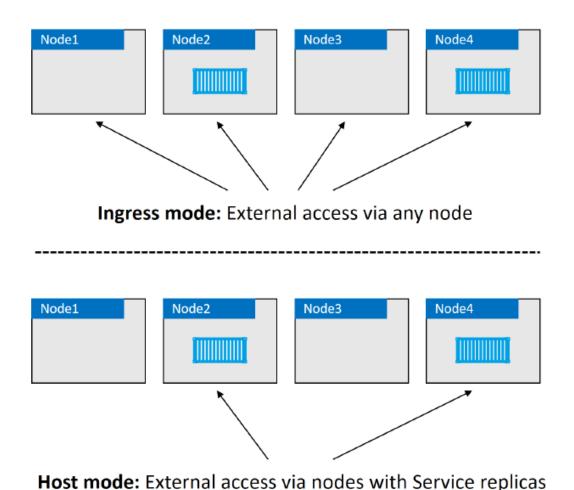




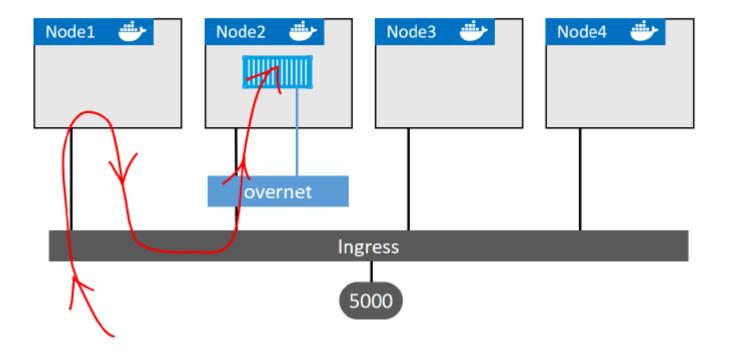
#### Docker Swarm



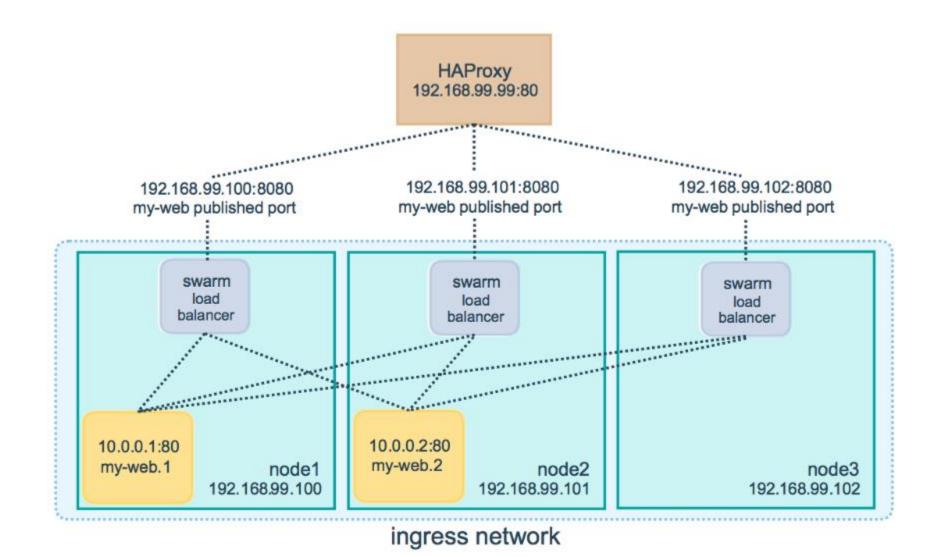
#### Networking: Modo Ingress vs Modo Host



#### Modo Ingress



#### Load Balancer externo



## Carpeta container\_orch\_labs: Lab 1: Docker Swarm



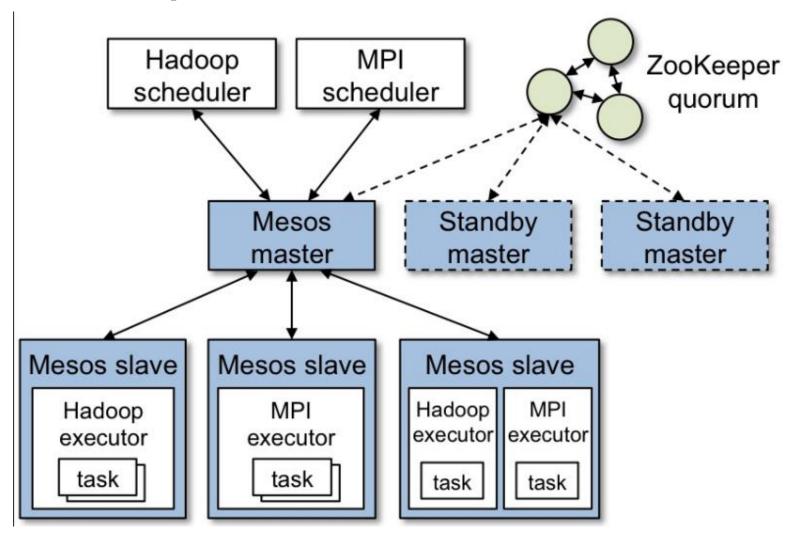




MESOS

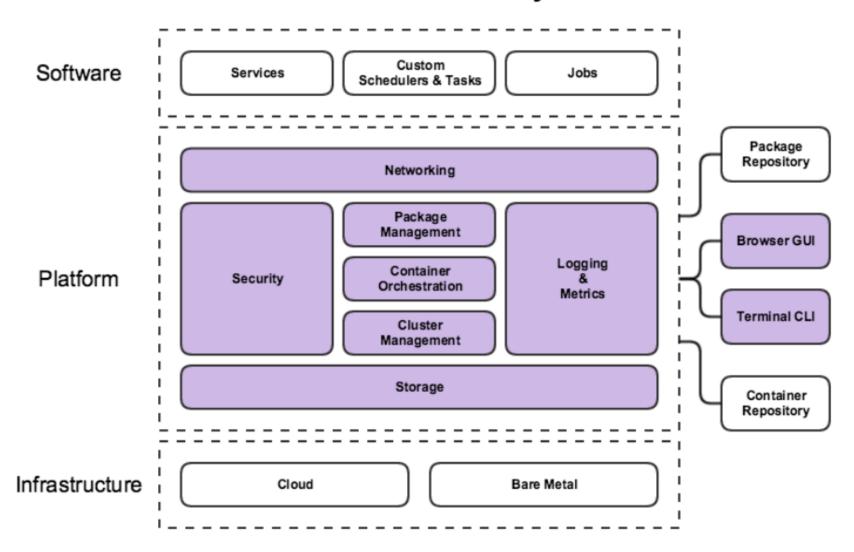
#### DC/OS: Data Center OS

Basado en Apache Mesos.



#### DC/OS Enterprise

#### **DC/OS Architecture Layers**



```
"id": "/java-spring-docker",
  "cpus": 0.25,
  "mem": 275,
  "instances": 1,
  "ports": [0],
  "cmd": "java -Xmx256m -jar gs-spring-boot-0.1.0.jar --
server.port=$PORT0 --endpoints.shutdown.enabled=true",
  "labels": {
     "HAPROXY_GROUP": "external",
     "HAPROXY 0 VHOST": "spring.acme.org"
  },
  "constraints": [
  "healthChecks": [
       "protocol": "HTTP",
       "portIndex": 0,
       "path": "/",
       "gracePeriodSeconds": 300,
       "intervalSeconds": 10,
       "maxConsecutiveFailures": 2,
       "timeoutSeconds": 30
  "container": {
     "type": "DOCKER",
     "docker": {
       "image": "stathyinc/java-spring:latest",
       "network": "BRIDGE"
```

#### Deploy

#### Fast Data con SMACK

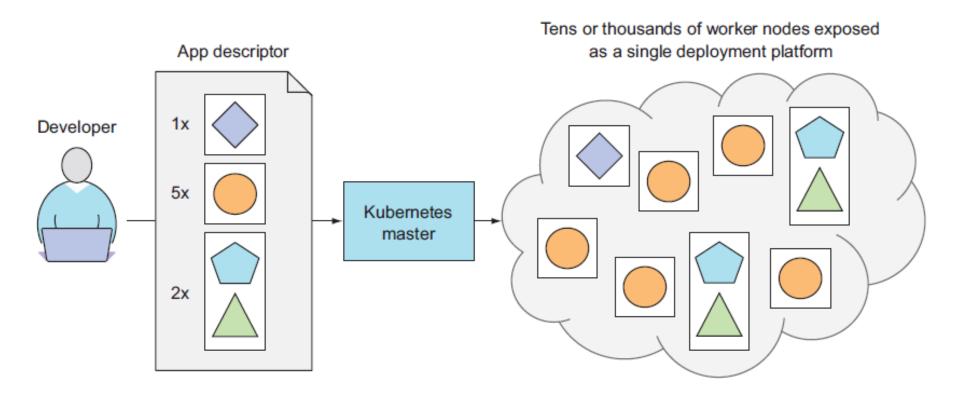


## Lab 2: DC/OS Mesos y Marathom

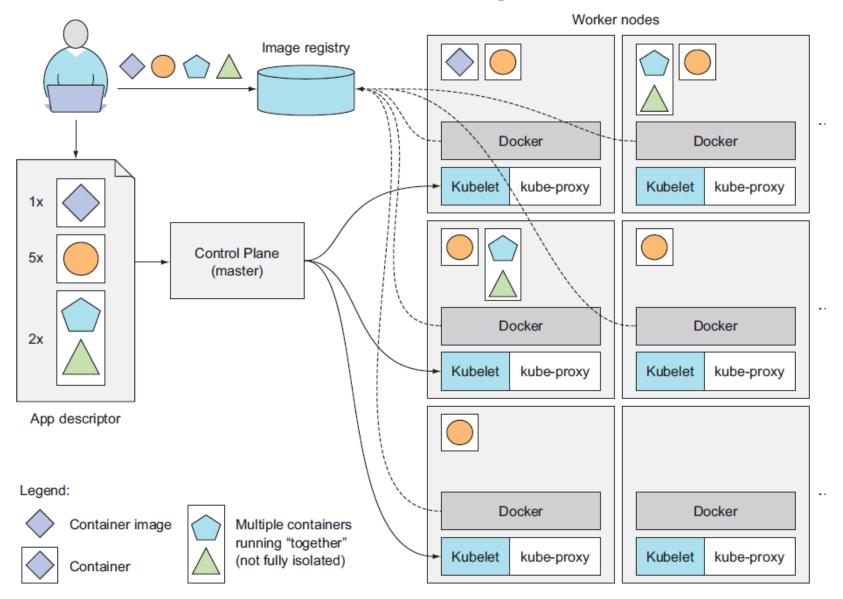


#### kubernetes

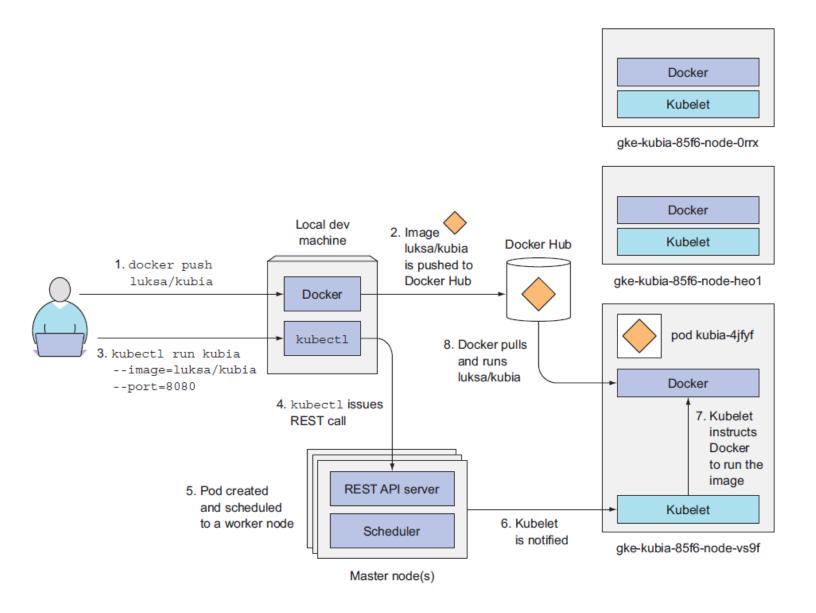
#### Kubernetes



#### Kubernetes: Arquitectura

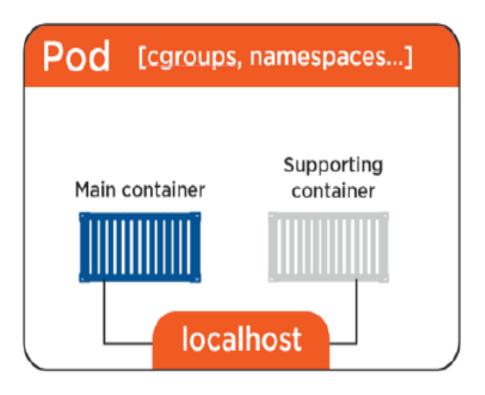


#### Kubernetes: Arquitectura

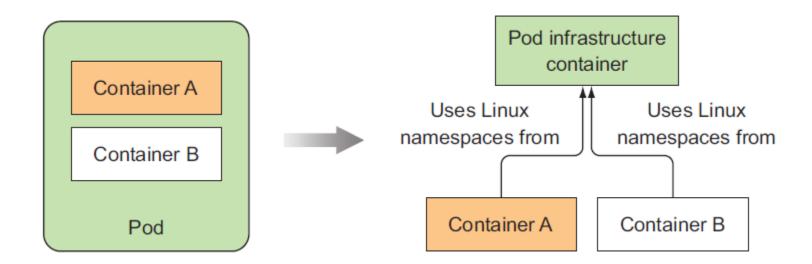


#### POD

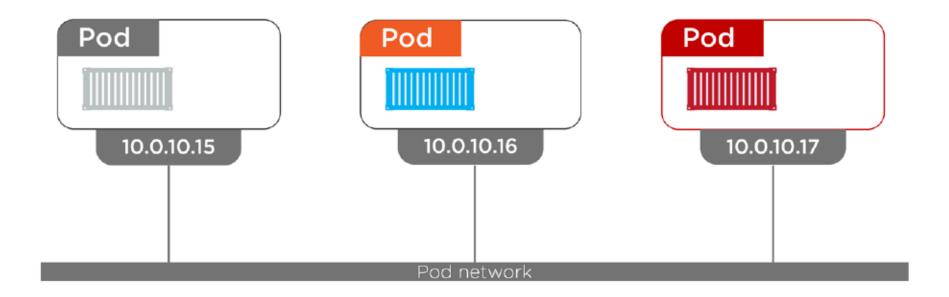
Mínima unidad de despliegue en Kubernetes. Puede contener más de un Container.



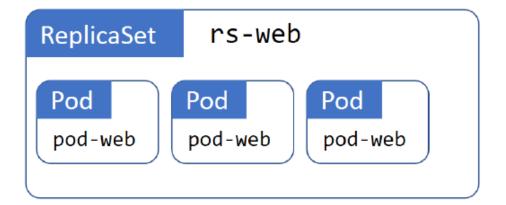
#### $\mathsf{POD}$

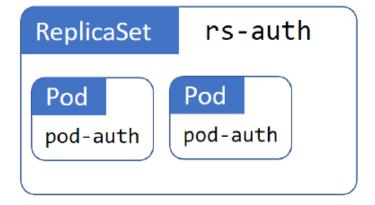


#### **PODs**

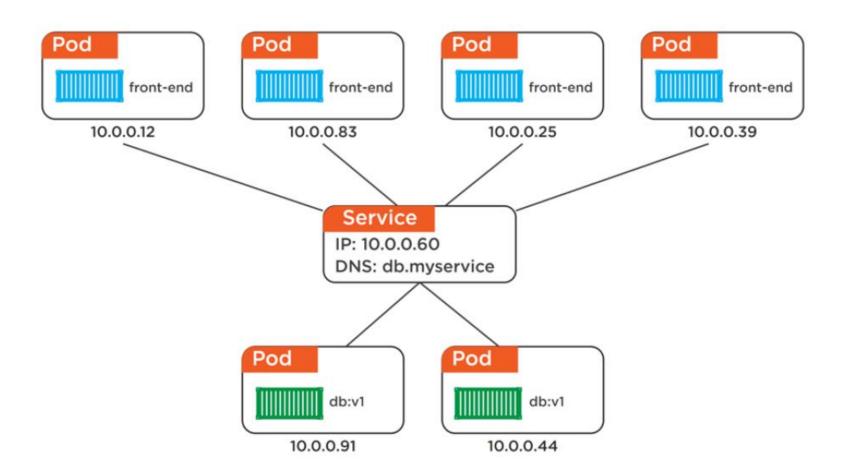


#### Replica Sets

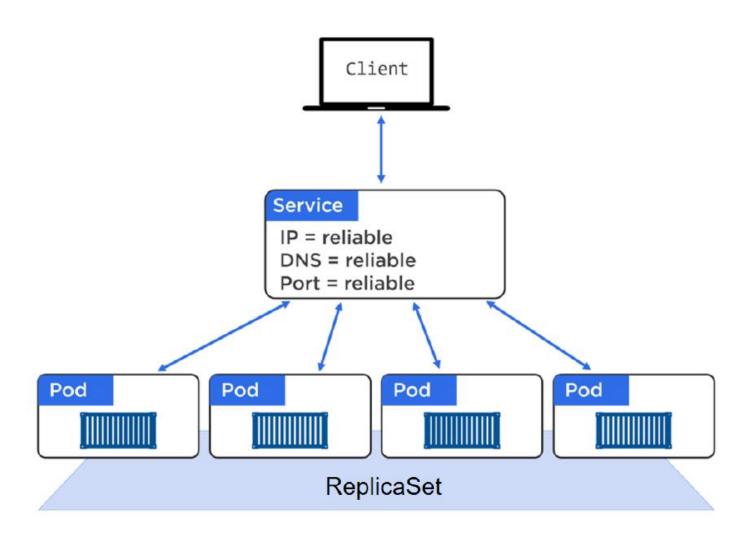




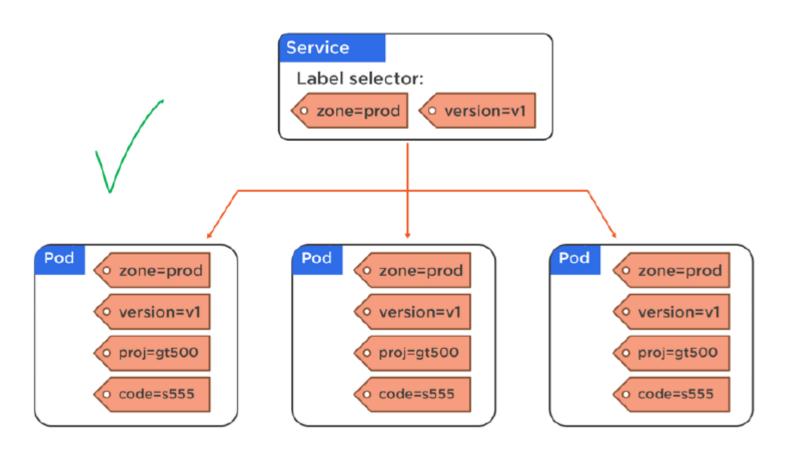
#### Services



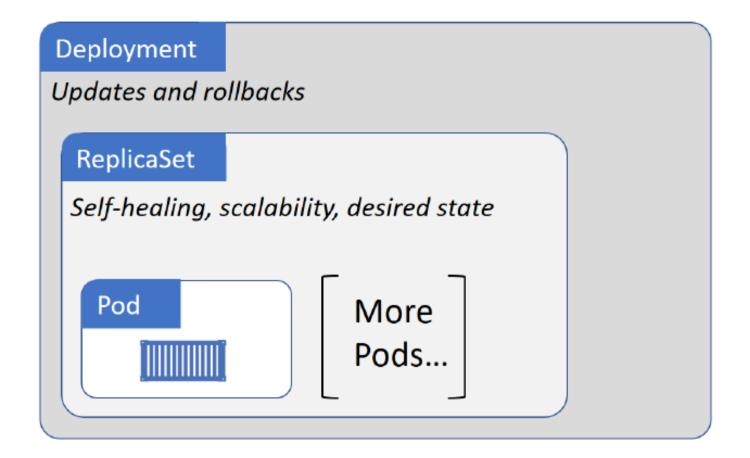
#### Services



#### Services: Uso de Labels



#### Deployments





apiVersion: v1

kind: Pod

metadata:

name: hello-pod

labels:

app: hello-world

spec:

containers:

- name: hello-world

image: diegochavezcarro/hellonodedocker:latest

ports:

- containerPort: 8080

apiVersion: apps/v1beta2 kind: ReplicaSet metadata: name: hello-rs spec: replicas: 10 selector: matchLabels: app: hello-world template: metadata: labels: app: hello-world spec: containers:

- name: hello-world

image: diegochavezcarro/hellonodedocker:latest

ports:

- containerPort: 8080



apiVersion: apps/v1beta2 kind: Deployment metadata: name: hello-deploy spec: replicas: 10 selector: matchLabels: app: hello-world minReadySeconds: 10 strategy: type: RollingUpdate rollingUpdate: maxUnavailable: 1 maxSurge: 1 template: metadata: labels: app: hello-world spec: containers: - name: hello-pod



Service

apiVersion: v1 kind: Service metadata: name: hello-svc

labels:

app: hello-world

spec:

type: NodePort

ports:

- port: 8080

nodePort: 30001

protocol: TCP

selector:

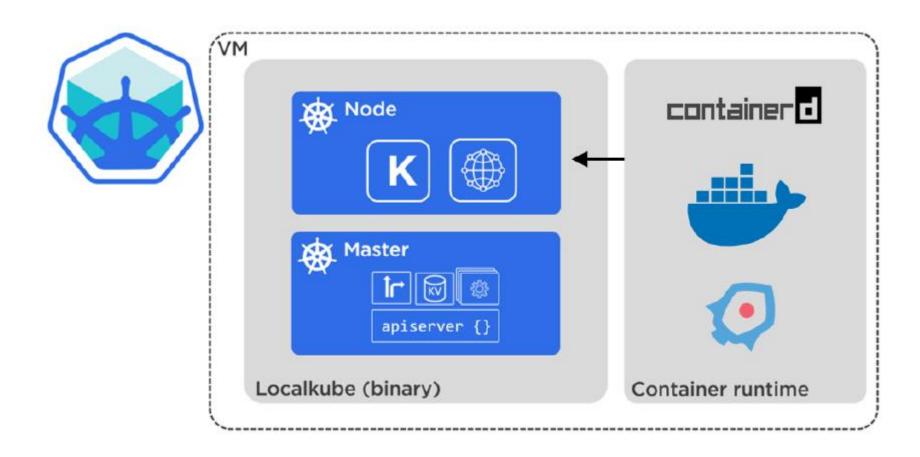
app: hello-world

image: diegochavezcarro/hellonodedocker:latest

ports:

- containerPort: 8080

#### Minikube



Lab 3: Kubernetes Deploy Modo Imperativo

Lab 4: Kubernetes Deploy Modo Declarativo

Lab 5: Kubernetes Deploy con Docker for Windows

## Devops = Agile + Cl +CD

#### Agile

#### Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

#### Agile

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Business people and developers must work together daily throughout the project.

Build projects around motivated individuals.

Give them the environment and support they need, and trust them to get the job done.

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

#### Agile

Working software is the primary measure of progress.

Agile processes promote sustainable development.

The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

Continuous attention to technical excellence and good design enhances agility.

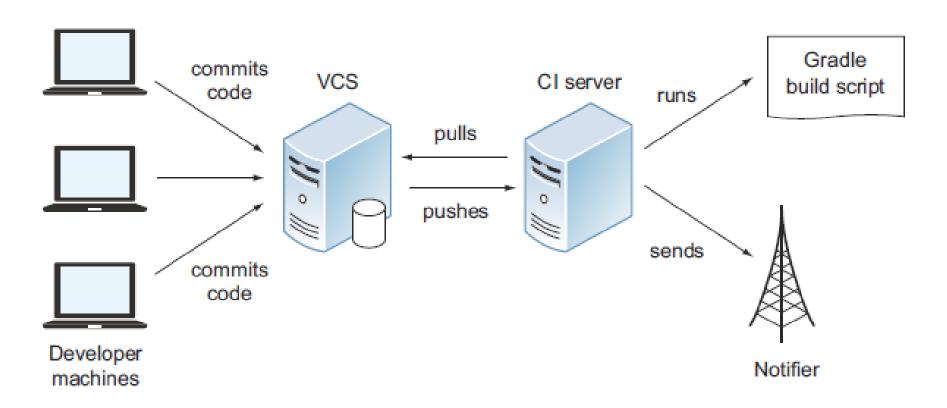
Simplicity--the art of maximizing the amount of work not done--is essential.

The best architectures, requirements, and designs emerge from self-organizing teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

### Integración Continua y Delivery Continuo

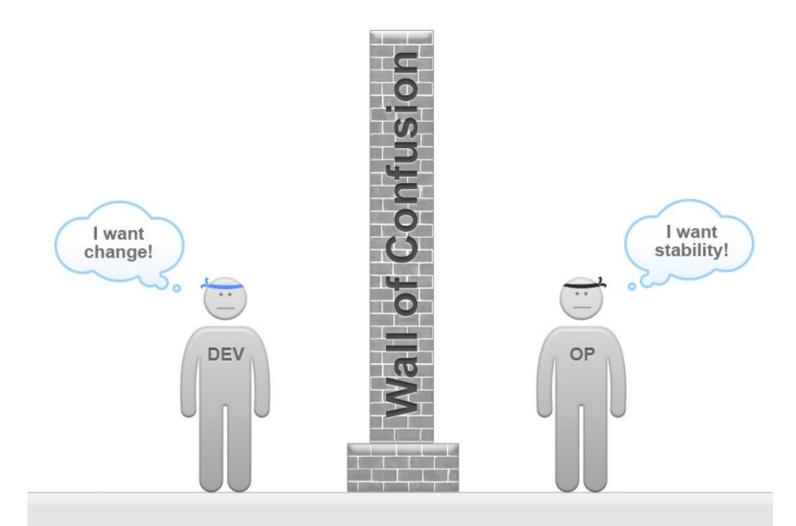
 Realizar integraciones automáticas de un proyecto lo más a menudo posible para así poder detectar fallos cuanto antes.



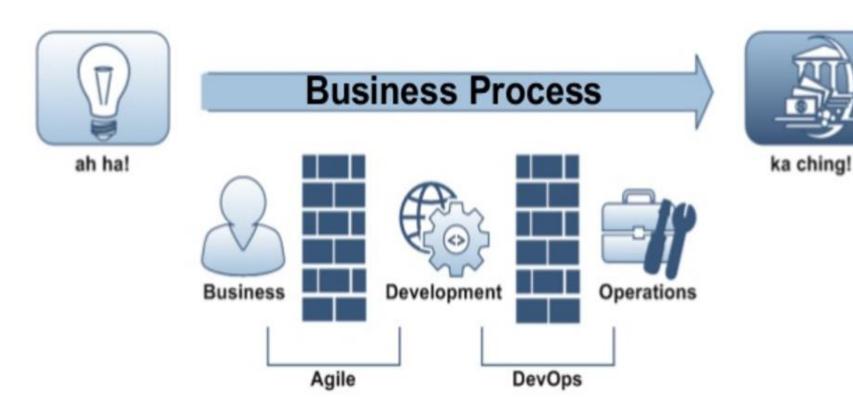
#### DevOps

- DevOps es un acrónimo inglés de development (desarrollo) y operations (operaciones), que se refiere a una cultura o movimiento que se centra en la comunicación, colaboración e integración entre desarrolladores de software y los profesionales en las tecnologías de la información (IT).
- Permite automatizar el proceso de entrega del software y los cambios en la infraestructura. Su objetivo es ayudar a crear un entorno donde la construcción, prueba y lanzamiento de un software pueda ser más rápido y con mayor fiabilidad.

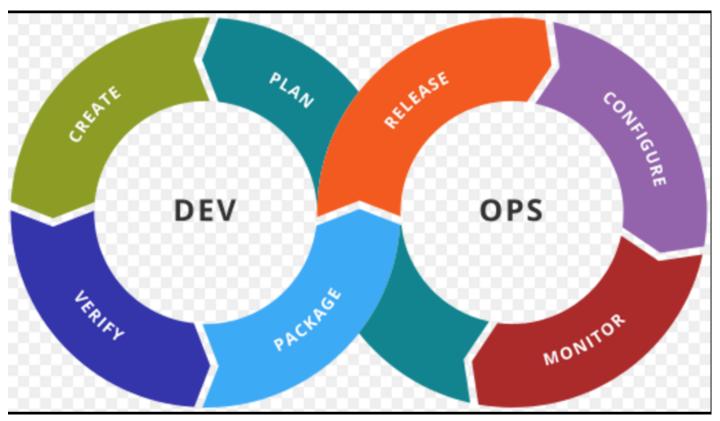
#### Wall of Confusion



## IT Alignment and Business Agility



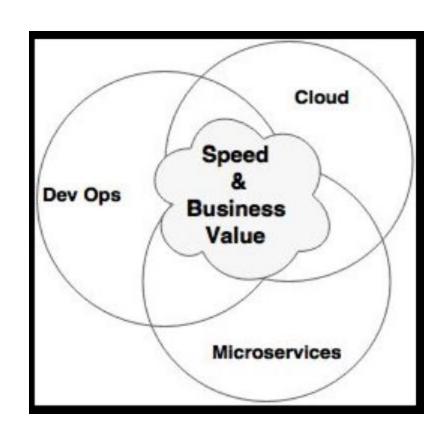
#### Proceso de Desarrollo



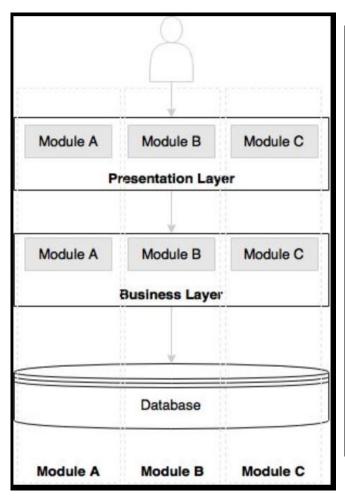
- 1. <a href="https://less.works/less/structure/feature-teams.html">https://less.works/less/structure/feature-teams.html</a>
- 2. <a href="https://martinfowler.com/bliki/BusinessCapabilityCentric.html">https://martinfowler.com/bliki/BusinessCapabilityCentric.html</a>
- 3. <a href="https://martinfowler.com/bliki/AlignmentMap.html">https://martinfowler.com/bliki/AlignmentMap.html</a>

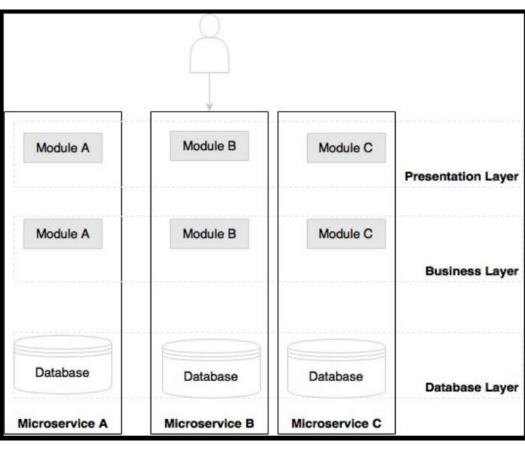
# Devops + Microservicios + Cloud

#### DevOp, Microservicios y Cloud

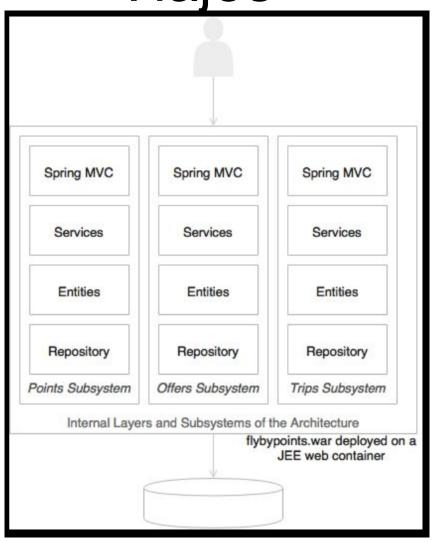


#### Aplicaciones Monolíticas vs Microservicios

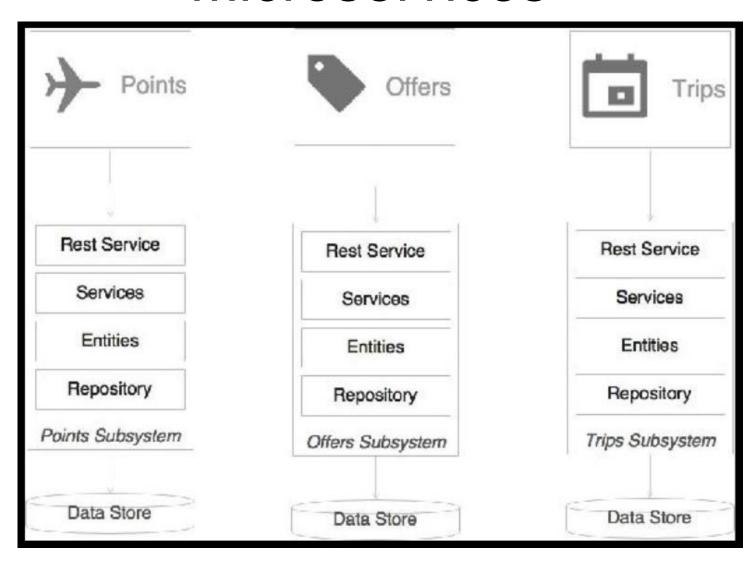




Ejemplo de App de Puntos para Viajes



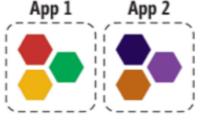
#### Decomposición usando Headless Microservices



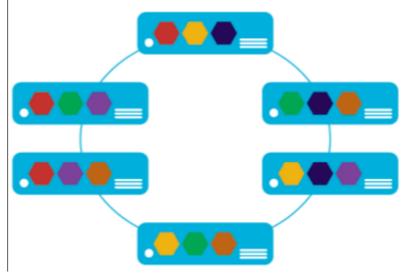
#### Escalamiento Granular



A microservice approach segregates functionality into small autonomous services.

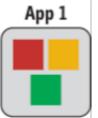


And scales out by **deploying independently** and replicating these services across servers/VMs/containers.

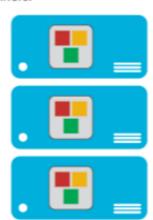


#### VS. Traditional Approach

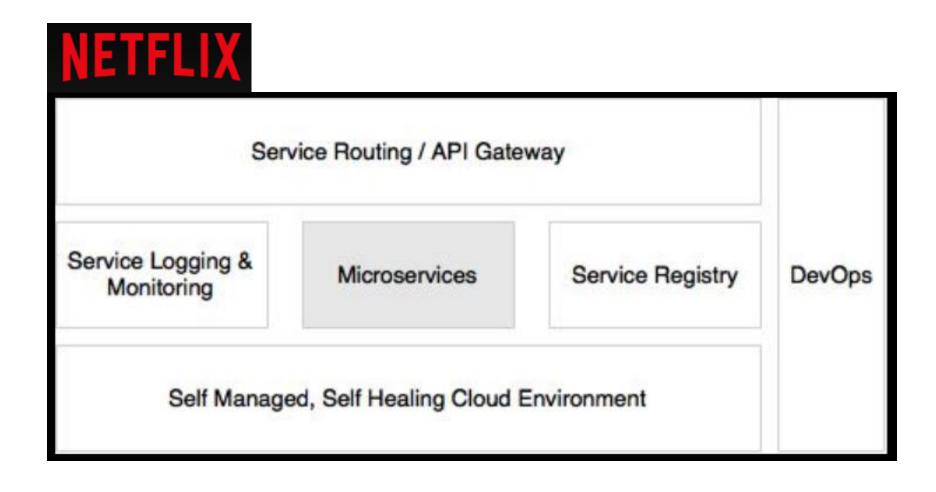
A traditional application (Web app or large service) usually has most of its functionality within a single process (usually internally layered, though).



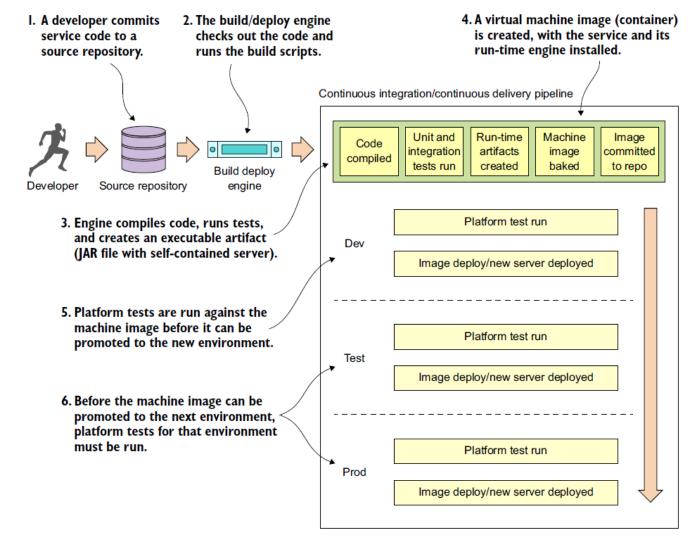
And scales by cloning the whole app on multiple servers/VMs/containers.



## Arquitectura en empresas nativas digitales

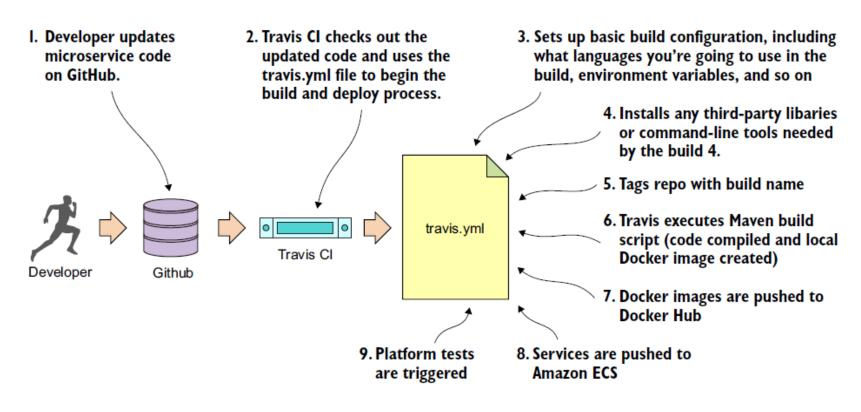


#### DevOps, Microservicios y Cloud



#### Trazabilidad

#### Tagging del Repositorio y de la Imagen



#### Preguntas?



Diego Chávez diegochavezcarro@gmail.com